



HELIOS

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A card game for the brave, to be played with friends.

The aim of the game is to win by earning coins or stealing them from your opponent.

Guess the suit or the god behind the cards to get more powers to use against your opponents.

Different cards have different powers.

FORTUNE FAVOURS THE BOLD

Place your bets, you can change the game by making the right choice at the right time.

POWER

Take one coin of each colour
from the bank.



POWER

You can bet only once during the round, up to the maximum value of one gold coin, without losing it.



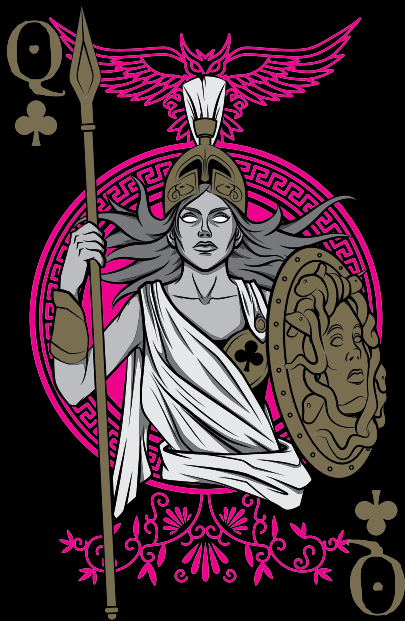
POWER

You can bet only once during the round, up to the maximum value of one silver coin, without losing it.



POWER

The Queen protects you. No one can steal your coins during this round.



POWER

Draw a card from the deck,
the player has the choice to
exchange it with their Jack or not.



POWER

Lose half of your coins.

H
A
D
E
S



H
A
D
E
S

POWER

Choose two other players each places a bronze or black coin. The players who have rolled the dice lower than Artemis, give their coins.



POWER

Steal a bronze coin from an opponent of your choice. If the bronze is turned into silver, steal the silver.

H
E
R
M
E
S



H
E
R
M
E
S

POWER

You must cancel the Power of an opponents card. This card then cannot be used.

H
Y
P
N
O
S



S
O
N
P
Y
H

HELIOS RULES

3 players minimum and 15 players maximum.

One game: 4 rounds.

Play with the full deck of cards.

The aim of the game is to get as many coins as possible.

The winner is the player with the most points at the end of 4 rounds.

Coin values:

Gold coins: 100 points, Silver coins: 50 points,

Bronze coins: 25 points, Black coins: 10 points.

FORTUNE FAVOURS THE BOLD


How to play:

Each player starts with one coin of each colour (gold, silver, bronze, black).

One player is chosen to deal the cards and to act as the banker. Each player is dealt 4 cards, placed face down next to each other.

Players must not turn over their cards.

Each player must roll a dice, lowest number rolled starts first.

The goal is to be able to guess the suit or god behind
your cards  in order to get rare coins.
Each player guesses one card per round.

GUESSING YOUR CARD RIGHT INCREASES THE POWER OF YOUR CARD.

CARDS	GUESSED WRONG	GUESSED CORRECT
ACE	GOLD	+ 1 SILVER
KING	SILVER	GOLD
QUEEN / JACK / HADES / ARTEMIS / HERMES / HYPNOS	BRONZE	SILVER
2 TO 10	BLACK	BRONZE

If several players reveal the same God card,
those players roll dice to decide who uses the
power first, highest roll goes first.

DUELS

Each player with a God card or a number must take his coins from the bank before the start of the duel.

The players owning a God card must use the power of it before starting the duels, otherwise the power is negated.

Only the players owning an Ace a King or a Queen can use their power during the duels.

After trying to guess your card, duels are organized in order to be able to bet and win as many coins as possible.

All players throw two dice.

- In a game with less than 4 players, all players go to a duel.
- In a game with more than 4 players, the players with the three highest dice rolls are dueled.

To win the duel the three players must match the number on the highest card within five rolls. If it's a God card, players must roll a double within five rolls.

If a player succeed, the other two players must roll a double or a number within two rolls to tie.

In the event of a tie, the dice must be rolled one last time.

The player with the biggest throw wins, and wins a silver coin which he automatically takes from the bank.

WHO WANTS TO BET?

Duels are an ideal time to enrich yourself and outrun your competitors!

As much risky as it is interesting, betting is a double-edged sword. Players who do not participate in the duels can bet on one of the players in battle to win. While the players participating in the duels can only bet on themselves.

- In case of defeat: lost coins go to the bank.
- In case of victory: you win double your stake.

Betting on duels:

- The winner of the duel and all players that bet on the winner can take their winnings from the bank or from an opponent.
 - The winner of the duel cannot have their coins taken by other players.
- Each player can only have their coins stolen once per round

In the event that you decide to take your winnings from your opponent, a dice duel is set up. The defending player chooses whether to make a double roll or name an exact number with a single dice and try to roll that number.

If successful the attacker must take their winnings from the bank.

The winner is the one who makes one less mistake than his opponents. May the best player win.

HELIOS PRESIDENT

RULES

1. Deal The Cards

Cards are dealt face down (excluding **JOKER** cards) to each player, until there are no cards left to deal. Cards must stay hidden throughout the game, especially when transferring cards between players if a **GOD** card is played (further info regarding **GOD** cards can be found in part 6).

The player holding the **QUEEN OF HEARTS** will start the first round of cards for the game.

NOTE: Players may be required to give information about their cards through the game.

DISHONESTY with regards to this will result in the player being instantly **EJECTED** from the game.

2. Placing Cards

The player who starts will place any card down on the table. From here, players must then take it in turns placing down a card of an **EQUAL** or **HIGHER** value than the card played by the player before them. Otherwise, if a player cannot (or wishes not to) place a card down, then they are **OUT** until the round of cards is finished.

If two cards of **EQUAL** value are played in consecutive turns, the next card played **MUST** be of the same value as the consecutive card being played, or a 2. Afterwards, play resumes as normal.

When only **ONE** player remains, the round is over, and that player starts the next round.

3. Multiple Cards

Players have to play the **SAME** number of cards as the player who started. For example, if a player starts by playing **DOUBLE 3**, the next player must play a **DOUBLE** that is **HIGHER**, e.g., **DOUBLE 5**, otherwise they are **OUT** until the round of cards is finished.

4. Aim of the Game

The aim of the game is for players to get rid of all of their cards.

NOTE: Players CANNOT finish with a God card or a **JOKER**. If this happens, the player will be ejected from the game, and play continues.

5. Card Hierarchy



JOKER
HADES
ARTEMIS
HERMES
HYPNOS
A
K
Q
J
10
9
8
7
6
5
4
3
2



6. God Cards and 2

God cards can be used to manipulate the outcome of **HELIOS PRESIDENT** into your favour.

HYPNOS: Choose a player who must turn over their highest card (excluding **GOB** cards), so it is visible to all players.
This card now has a value of a 2.

HERMES: Choose a player who must give you their highest card (excluding **GOB** cards).

ARTEMIS: Choose a player and give them a card of your choice from your hand. NOTE: If **ARTEMIS** is played to get rid of your final card, the next player (and **ONLY** the next player) can play **ARTEMIS** to pass a card back to the player that would have won.

HADES: Choose a player to be **OUT** for the next round.
If the chosen player is still in the current round AND possesses a **JOKER** or a **HADES**, they block, meaning they are **OUT** of the current round, but can play in the next round.

JOKER: Ends the round, allowing you to start the next round. NOTE: **JOKER** is the only **GOB** card that can be cancelled by other **GOBS**.

ARTEMIS can give away the **JOKER**

HERMES can steal the **JOKER**

HYPNOS can cancel the **JOKER**



HELIOS